DOMINATION

Atari 24K

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Artworx Software Company
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Artworx Software Company, Inc.
written by Alan M. Newman, (C) 1982

OVERVIEW

In DOMINATION, between one and six players compete for power via economic means and nuclear or conventional warfare. You must make decisions quickly, exercise skillful hand-eye coordination, outguess your opponents, and cope with random events. You decide the length of the game by setting the number of years you wish to cycle through. A cycle consists of two or three phases for each player. In the Nuclear Conflict phase, you declare war against any opponent (or you can decline to fight). If you declare war, you then try to outguess your enemy during seven missile launches. In the Asset phase, you buy, sell, and reallocate resources to prepare for the final phase. In the Domination phase, you choose a country to fight or to try a little diplomacy on -- either way, you are after its assets. Should you declare war, you then allocate your armies and personally shoot the cannons. When you prevail, all of the country's assets transfer to you. When you lose, your assets diminish according to how heavily you committed yourself. The winner is the richest superpower at the end of the specified time span.

GETTING STARTED

LOADING THE GAME INTO COMPUTER MEMORY

1. Plug the joystick controllers into the first and second controller jacks at the front of your computer console. All players share one joystick to play the Asset and Domination phases. A player who has war declared against him or her during an Event phase uses the other joystick to set off nuclear bombs.

2. Insert the ATARI BASIC Language Cartridge into the Left Cartridge slot of your computer. DOMINATION requires at least 24K of memory.

3. If you have the cassette version of the game:

a. Turn off your computer and connect your program recorder to the computer and to a wall outlet.

b. Insert the game cassette in the program recorder, press REWIND until the tape rewinds completely, and then press PLAY.

c. Turn on computer while SIMULTANEOUSLY holding down START key.

d. Press RETURN key after computer "beeps" once. Be sure to allow program to load after the introduction.

If you have the diskette version:

a. Turn on your disk drive and insert the game diskette.

b. Turn on your computer and television. Game will load automatically.

THE FIRST DISPLAY SCREEN

After DOMINATION loads into computer memory, the title screen will be displayed and you will select your game options.

GAME OPTIONS

Before beginning to play, the computer asks you to indicate the number of players, their names, and the number of years you want to cycle through.

When prompted with HOW MANY PLAYERS?, type in a number between one and six and press the RETURN key. If you choose a one-player game, no Nuclear Conflicts will occur: they occur only in multiplayer games.

Next, in response to the prompt TYPE IN NAMES AND PRESS 'RETURN', enter the name (up to eight letters) of each player, in order of their turn, and press the RETURN key after each name. (The computer knows how many names to expect, based on the number of players you indicated earlier.)

Finally, in response to the prompt HOW MANY YEARS?, type in the number of years you want to cycle through -- 10 years is a good number to start with -- and press the RETURN key. (If you find at the end of the game that you want to continue playing, you can do so by answering YES to the continuation prompt that displays at that time.)

You're now ready to play DOMINATION. The first year displays in the form:

THE YEAR IS 1982

NUCLEAR CONFLICT PHASE

NUCLEAR CONFLICT: Press joystick left to fight, press right to "pass".

When the NUCLEAR CONFLICT! screen occurs, you may choose to fight any other player or you may decline to fight. The screen display pages through the following prompt:

        YOUR NAME

        -NO WAR-

        PRESS AND HOLD
        TRIGGER WHEN
        YOUR VICTIM'S
        NAME APPEARS

where -NO WAR- flashes alternately with each of the other player's names. Press the red button on your joystick to choose NO WAR or one of the player's names. If you choose NO War, the Asset Phase screen will then be displayed. If you declare war, you must inform the player you plan to fight to give him or her time to pick up the other joystick. Usually you will want to fight the player in the lead, but be careful about fighting a player with a much larger Army (see Asset Phase).

You and your opponent each begin with 50 missiles, plus an extra missile for each five Army Divisions currently in service. You use these missiles for seven launches. The object is to outguess your opponent as to the number of missiles he or she will launch at one time, yet to launch the minimum you can get away with (so as to have enough missiles left for the remaining launches).

The launches work as follows. At the bottom of the Nuclear Conflict screen your STATUS is displayed. After the prompt GET READY TO FIRE!, a number is displayed and steadily increases. This number represents the missiles you and your opponent intend to fire on that particular launch. When the desired number of missiles is displayed, you press the red button on your joystick. Your opponent does likewise. After you have both selected your numbers, the computer displays the number of missiles you each fired and displays your new status. Status goes from (best to worst) Green to Yellow to Red to Critical!. The object is to push your opponent past Critical! and win the war. Losing a launch pushes you towards Critical! Winning a launch pushes you towards Green.

The war may end sooner than the seventh launch if one player pushes his opponent past Critical!.

At the end of the Nuclear Conflict Phase, you automatically go on to the Asset Phase.

Penalties

If the STATUS winds up at Green for both players, where it began, you both lose 5 percent of your total holdings (Industry, Energy, Gold, Dollars, and pecent of Army — see Asset Phase).

STATUS: Yellow   --> 15 pecent of all holdings
         Red   --> 25 percent of all holdings
         Critical! --> 35 percent of all holdings
         "Oblivion" --> 50 percent of all holdings

if one player winds up with STATUS Green, he loses nothing. His opponent loses according to his own STATUS.

ASSET PHASE

THE ASSET SCREEN

In the Asset Phase, you make strategic decisions on an individual player chart:

ASSET SCREEN

Your name

```
Industry    . . . . 10 Factories 3500
Energy      . . . . 10 Ht Barrels 2500
Gold        . . . . 50 Th Ounces 500/Oz.
Dollars     . . $10000 Thousands
Army        . . . . 10 Divisions
```

-OPTIONS-

1. Sell Factories
2. Sell Energy
3. Sell Gold
4. Buy Factories
5. Buy Energy
6. Buy Gold
7. Divert Factories to Army
8. Divert Energy to Army
9. Continue

Time Left

Commodities

In the upper right-hand corner of the chart are listed the prices for each of three commodities: Industry, Energy, and Gold. These prices change randomly at the beginning of each year.

The legend uses some abbreviations. The Factory price is listed as about 3500 thousands, meaning 3 1/2 million. Energy is listed as about 2500, which is 2 1/2 million per Ht (Hundred Thousand) Barrels, or $25 per barrel. Gold is listed as about 500 thousand per Th (Thousand Ounces, or $500 per ounce. Dollars are listed as "10000 Thousands", which actually represent $10 million (that is 10 thousand thousands).

Everyone begins with the same amounts:

```
10 Factories (Industry)
10 Ht Barrels (Energy)
50 Th Ounces (Gold)
$10000 (Dollars)
10 Divisions (Army)
```

All commodities tend to rise during the course of a game, but any or all of them may fall throughout the game and end at a lower price than their initial price. Gold is the most volatile. Energy is most likely to show a steady profit. The maximum rise and fall of each commodity are as follows.

	Maximum rise	Maximum fall
Industry	500	300
Energy	700	300
Gold	175	125

Timer bar

At the bottom of the chart is the timer bar. When the Blue horizontal lines reach the words "Time Left", the computer automatically skips to the next phase. You have approximately one minute to make all your decisions regarding buying, selling, and reallocating your assets. The computer will sound a warning beep when about 10 seconds remain.

MAKING YOUR DECISIONS

You use your joystick controller to select strategy in the OPTIONS table for buying, selling, and reallocating your assets. Using the joystick properly may take a little practice. After you press the red button, release it immediately. The spinning cursor indicates your current position in the OPTIONS table.

Selecting an option

Select an option as follows. Moving the joystick up or down will move the spinning cursor from one option to the next. Press the button to select an option.

Setting an option amount

Once you select an option, for example, buying energy (Option 5), you must specify the number of units you wish to buy, sell, or divert. You indicate units by moving the joystick up down or sideways until your desired amount displays in the HOW MUCH? window. If you can't make a desired transaction because you're trying to buy, sell or divert too much, the computer will display the message YOU CAN'T DO THAT! and penalize you one second.

```
                +10
                UP

                 ↑
-1 LEFT ←— o —→ RIGHT +1
                 ↓

               DOWN
                -10
```
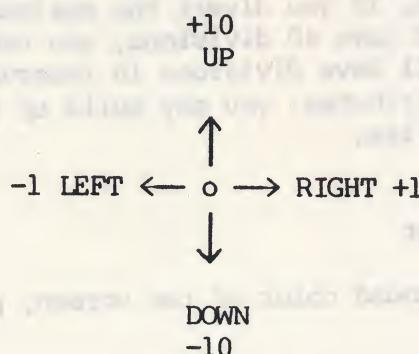
At the bottom of the screen, under the timer bar, the computer will calculate the cost of your purchase or the proceeds of your sale for you.

Each time that you exercise an option, the computer updates the Commodity table to reflect your new holdings, with the exception of your divisions, which aren't updated in this table.

Options 7 and 8

Pay patrticular attention to Options 7 and 8, which divert industry and energy to your armies. The maximum units you should divert to your army is one factory and one unit of energy for each division currently in service. You will waste any extra amounts. You may divert industry or energy only once each trun. If you decide that you did not divert enough energy and you try to divert more, the amount you first diverted is lost.

One factory and one unit of energy for each two divisions keep your army at its current strength. One factory and one unit of energy for each division will quadruple your army's strength. The following table lists sample tradeoffs. Notice that it's advantagous to divert equal amounts of factories and energy.

Divisions	-- Divert -- Factories	Energy	Resulting Divisions
20	3	2	1
20	2	5	2
20	6	5	3
20	5	10	10
20	5	15	15
20	10	10	20
20	10	15	30
20	15	15	45
20	20	15	50
20	20	20	80

If you do not divert either industry or energy to your army, your divisions will fall to zero. On the following turn, one division will be restored.

Suggested strategy for beginners

It's usually advisable to conquer one of the smaller countries as soon as possible. Try to choose a country that can provide both industry and energy. For example, if you divert the maximum industry and energy in your first year and have 40 divisions, you can easily conquer Dominique or Erikland and still have divisions in reserve. Then, as your assets increase through tributes, you may build up your army and successfully attack larger countries.

Changing Screen Color

To change the background color of the screen, press OPTION.

Pausing

Pausing may be accomplished in this phase by pressing START. Press START again to resume play.

DOMINATION PHASE

In this phase you choose either to fight a country to acquire all its assets or to apply some diplomacy to acquire some of the country's gold. You may choose from 21 countries, and you will need to consider not only the booty you can gain but also the risks you must take to gain it. The DOMINATION TABLE looks like this:

You have 12 Divisions

Country	Taxes	In	En	DV	Player
ALADORIA	$6000	2	2	3	
BAGORRAH	$8000	0	5	4	
COSTARAN	$10000	5	0	5	
DOMINQUE	$12000	3	3	6	
ERIKLAND	$14000	4	4	7	
FJORRDEN	$16000	2	8	8	
GUBBALAR	$18000	8	2	9	
HELLIKON	$20000	5	5	10	
IWWANAWA	$22000	7	7	11	
JULLIPAN	$24000	5	15	12	
KAVVIRAY	$26000	15	5	13	
LOCHLOMA	$28000	10	10	14	
MASSABOK	$30000	12	12	15	
NABBIQUE	$32000	10	20	16	
OSTROVIA	$34000	20	10	17	
PICCACHA	$36000	15	15	18	
QUIESSEN	$38000	17	17	19	
RAQQABAR	$40000	15	25	20	
SAMMORRA	$42000	25	15	21	
TENGIZAR	$46000	20	20	23	
UQUANNIA	$50000	25	25	25	

At the top of the table is the number of divisions you currently have in service after diverting your industry and/or energy. Below this information are the 21 countries along with their tributes in taxes, industry, and energy, which you will gain if you conquer the country. These amounts will automatically transfer to your holdings at the start of each year you own the country. The fifth column indicates the number of divisions the country has available for defenses. The last column will display the name of the player currently in control of a country.

A soldier points to the current position in the table. Use the joystick (move up or down) to move the soldier to the country you wish to conquer through war or diplomacy and the press the red button. A DIPLOMACY? message then displays at the bottom of the table. This message alternates with the OR ATTACK! message. When you have picked the country you want to focus on, you must next decide whether to attack it or to gain some of its assets via diplomacy (more explanation of these choices follows). Once you decide, press the red button on your controller when the appropriate message displays and hold the button down until the next screen appears. Then immediately release the button.

Attacking a country

To conquer a country, you must attack and destroy its army, For example, you might move down the list until the arrow points to COSTARAN, which is defended by 5 divisions. You press the red button and then wait for the OR ATTACK! message to display to press the button again.

A COMMIT DIVISION! prompt then asks you to specify the number of army divisions you want to use in attempting to conquer your target country. When the siren stops, set the number by moving your joystick as you did to set amounts in the ASSET phase.

Each division you commit secures you one second of attack time. You need a minimum of slightly more than three seconds to destroy each enemy division. Four plus seconds per division is average. By allotting five seconds per enemy division, you can be relatively sure of destroying the enemy. You can always attack successfully if you commit enough divisions, but all the divisions you commit to battle are themselves destroyed!

The attack

After you commit your divisions and press the red button, there's a short delay before the battlefield screen displays. Use this time to prepaare for the attack.

At the bottom of the battlefield screen are your atomic cannon, a line of your troops, and two boxes marked TIME and TARGETS. The TIME box counts down your remaining time, and the TARGETS box your remaining targets. A rocket representing an enemy division will appear at a random location. Move your joystick left or right to place your cannon directly beneath the target and fire by pressing the red button. You cannot fire again until the missile either explodes or clears the screen. To move your cannon quickly, push your joystick diagonally forward and to the right or left.
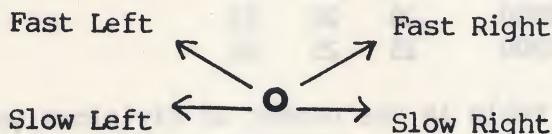
The enemy rockets are orange until fueled with liquid oxygen. Then they turn white and move toward the bottom of the screen. If an enemy rocket succeeds in destroying one of your troop divisions, you will lose two seconds. If the rocket destroys your cannon, you will lose five seconds. If you lose your cannon, move your joystick and a new cannon will appear.

If you run out of time, the computer ends your turn automatically. If you are victorious in wiping out the enemy divisions, your turn ends automatically. You collect tribute from the vanquished country and the amount of divisions now defending the conquered country increases by one-third. For instance, if you attack IWANNAWA successfully, their 9 divisions become 12. Should another player attack IWANNAWA succesfully later on, the 12 divisions become 16, and so on. Therefore, unless one player is dominating, it's usually worthwhile to go after an unconquered country.

After your attack, the computer moves on to the next player's turn. Press 'CONTROL' and '1' simultaneously to pause, if necessary, and to resume play.

Choosing diplomacy

If you do not wish to attack any country because your army is not at a desired strength, you may try to gain an advantage through diplomacy. Choose your target country by moving your joystick up or down and pressing the red button, and then pressing the red button again in response to the DIPLOMACY? message. Hold the button down until the screen changes.

If your diplomatic efforts fail, you lose nothing. If they are successful, you gain a random amount of gold. You earn the gold for one turn only. The smaller countries provide a greater chance of a fruitful mission, but they'll part with less gold, on the average than the larger contries. Examples are:

Country	Chance of success	Avg. amt. of gold
ALADORIA	80%	12 Th. oz.
FJORRDEN	65%	75 Th. oz.
KAVVIRAY	50%	125 Th. oz.
PICACHA	35%	187 Th. oz.
UQUANNIA	20%	262 Th. oz.

After your diplomatic mission, the computer moves on to the next player's turn.

SCORING AND END OF GAME

After the chosen number of years have elapsed, a chart will be displayed showing each of the player's final standings. Each player automatically collects tribute from his conquered countries for three additional years. All assets are converted into dollars for easy comparison. The winner is the player with the highest dollar total. The prices shown for Industry, Energy, and Gold in the final standing chart are for the following year, should you decide to play additional rounds. The display looks as follows:

-FINAL PRICES-

Industry	4000
Energy	2300
Gold	418

Game over - Total
Assets in millions

Player's Name $1200
            etc.

To continue for
4 more years,
press trigger

PLAYING ADDITIONAL ROUNDS

You can play additional years by moving the joystick until the desired number appears and then pressing the red button in response to the message at the bottom of the SCORE screen.

SPECIAL NOTE

There is a certain scope for deal-making through the implied threat of nuclear war or the attack of an already conquered nation. Deals and subterfuges are encouraged!

If you are using an Atari which was purchased before Jan 1, 1982 you probably have the older CTIA chip which will "Reverse" some of the colors in the asset and attack phases. The blues will appear orange or gold and the orange golds will appear blue. Please note these changes and correct your own user's manual accordingly.

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No. _____

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